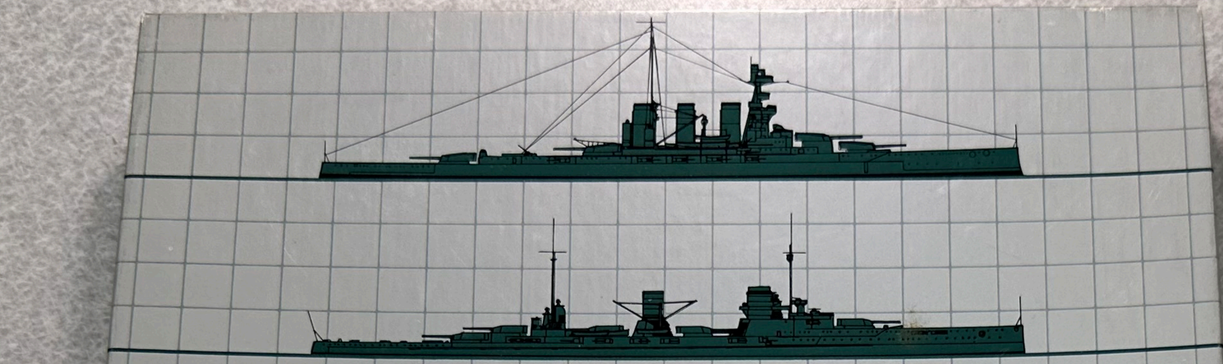
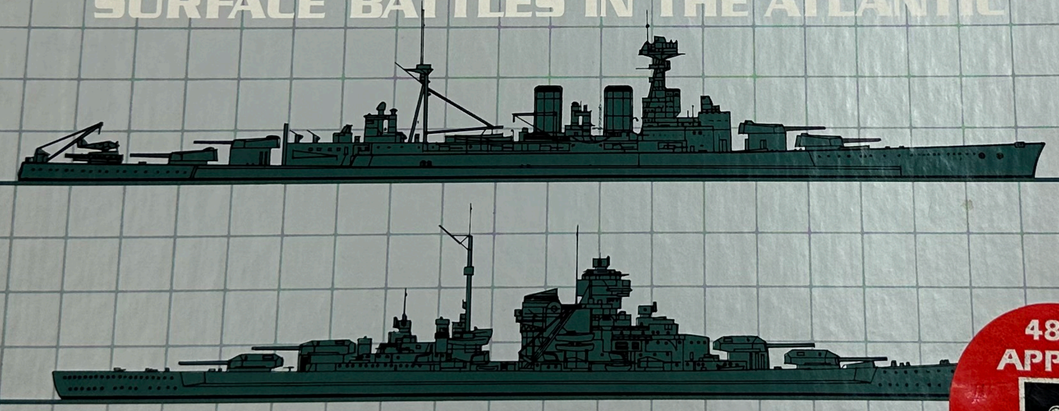


THE COMPLETE SIMULATION OF
WORLD WAR I

BATTLE CRUISER™

WORLD WAR II
SURFACE BATTLES IN THE ATLANTIC



48K APPLE®

For the Apple® II with Applesoft ROM card, II Plus, IIe, & IIc

SSI™

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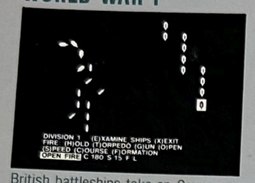
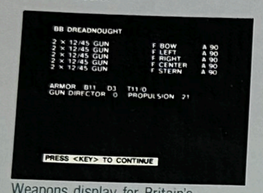
FIGHT THE NAVAL BATTLES OF WORLD WAR I & WORLD WAR II

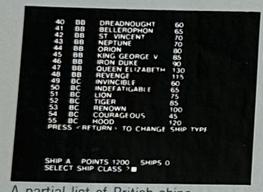
WORLD WAR I



British battleships take on German battlecruisers.


BB DREADNOUGHT
2 X 12/45 GUN F BOW A 90
2 X 12/45 GUN F LEFT A 90
2 X 12/45 GUN F RIGHT A 90
2 X 12/45 GUN F CENTER A 90
2 X 12/45 GUN F STERN A 90
ARMOR B11 D3 T11 0
GUN DIRECTOR 0 PROPULSION 21
PRESS <KEY> TO CONTINUE

Weapons display for Britain's *Dreadnought*.


40 BB DREADNOUGHT 60
41 BB BELLEROPHON 65
42 BB ST VINCENT 70
43 BB NEPTUNE 70
44 BB ORION 80
45 BB KING GEORGE V 85
46 BB IRON DUKE 85
47 BB QUEEN ELIZABETH 100
48 BB REVENGE 110
49 BC INVINCIBLE 60
50 BC INDEFATIGABLE 65
51 BC LION 75
52 BC TIGER 85
53 BC RENOWN 100
54 BC COURAGEOUS 43
55 BC HOOD 120
PRESS <RETURN> TO CHANGE SHIP TYPE
SHIP # POINTS 1200 SHIPS 0
SELECT SHIP CLASS ?

A partial list of British ships.

BATTLECRUISER gives the avid gamer two exciting opportunities: The recreation of naval engagements during World War I between Great Britain and Germany; and the simulation of World War II surface battles between Britain/France and Germany/Italy.

ENOUGH SHIPS TO SATISFY THE MOST DEMANDING STRATEGIST.

Practically every warship belonging to these European powers that fought in the world wars is included. Available for each war are 79 classes of battleships, battlecruisers, heavy cruisers, light cruisers, destroyers, and transports. World War I scenarios include three additional classes: old battleships, armored cruisers, and torpedo boats. Each ship (maximum of 20 per side at one time) comes historically rated for: number, size and turret armor of main and secondary guns; maximum speed; radar/gun director; flotation; belt armor; deck armor; and earliest year of availability.

DETAIL, ACCURACY, AND REALISM.

BATTLECRUISER uses the same highly successful and critically acclaimed game system introduced in SSI's *Warship*™ You set the course and speed, fire torpedoes, and choose "Ship" or "Division" command mode. In the former, you select targets for each ship. In the latter, your ships are grouped into divisions (up to nine at a time). You decide on line or parallel formation and give a general order to hold fire, fire guns, fire torpedoes, or open fire while the computer selects the targets.

During combat, the computer keeps track of every single shell hit and calculates damage based on such factors as armor strength, location of hit, and penetration ability of each shell. Flooding, fire, and damage to the bridge, rudder, engines, radar and electrical systems are all part of the game.

Unlike other naval wargames, damage control in this game can, through time, reduce the effects of fire, flooding, and rudder and electrical damage. Damage control played an especially large role during World War I. The Germans were the first to discover that many ships were lost because their turret magazines – when hit by a single shell – exploded. By taking steps to control cordite flash (which sparked magazine explosions), German ships rarely exploded during battle — in stark contrast to British ships.

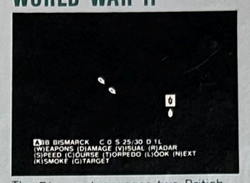
This game also includes rules that govern collisions and visibility.

INCREDIBLE FLEXIBILITY TO CREATE YOUR OWN SHIPS OR SCENARIOS.

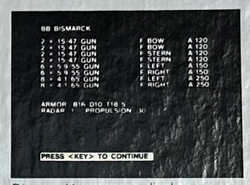
You can choose from the hundreds of historical ships provided and use them to play real and hypothetical scenarios. Or you can make up your own maps. By modifying ship data, you can create ships to suit your specifications. Thus, you can play an infinite number of different scenarios.

During solitaire, the computer can direct either side.

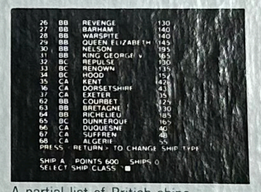
WORLD WAR II



The *Bismarck* engages two British ships.

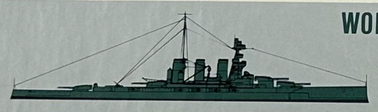

BB BISMARCK
2 x 15/47 GUN F BOW A 120
2 x 15/47 GUN F BOW A 120
2 x 15/47 GUN F STERN A 120
2 x 15/47 GUN F STERN A 120
8 x 5.9/55 GUN F LEFT A 150
8 x 5.9/55 GUN F RIGHT A 150
8 x 4.1/65 GUN F LEFT A 250
8 x 4.1/65 GUN F RIGHT A 250
ARMOR B16 D10 T18 5
RADAR 1 PROPULSION 30
PRESS <KEY> TO CONTINUE

Bismarck's weapons display.


26 BB REVENGE 130
27 BB BARHAM 140
28 BB WARSPITE 140
29 BB QUEEN ELIZABETH 145
30 BB NELSON 195
31 BB KING GEORGE V 160
32 BC REPULSE 190
33 BC RENOWN 135
34 BC HOOD 120
35 CA RENO 43
36 CA DORSETSHIRE 43
37 CA EXETER 43
62 BB COURBET 170
63 BB BRETAGNE 170
64 BB RICHELIEU 185
65 BC DUNKERQUE 160
66 CA DUQUESNE 46
67 CA SUFFREN 46
68 CA ALGERIE 46
PRESS <RETURN> TO CHANGE SHIP TYPE
SHIP # POINTS 600 SHIPS 0
SELECT SHIP CLASS ?

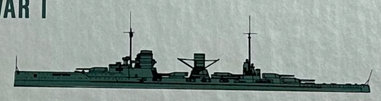
A partial list of British ships.

WORLD WAR I



BC TIGER

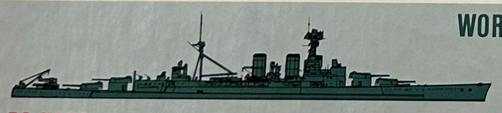
Main guns: 8 x 13.5"/45 Secondary mounts: 12 x 6"/45
Maximum speed: 29 Flotation: 70 Belt armor: 9 Deck armor: 3
Primary turret armor: 9 Secondary turret armor: 6 Earliest year of availability: 1914



BC SEYDLITZ

Main guns: 10 x 11"/50 Secondary mounts: 12 x 5.9"/45 Tertiary mounts: 10 x 3.5"/45
Maximum speed: 29 Flotation: 57 Belt armor: 12 Deck armor: 4
Primary turret armor: 10 Secondary turret armor: 6 Earliest year of availability: 1914

WORLD WAR II



BC HOOD

Main guns: 8 x 15"/42 Secondary mounts: 12 x 5.5"/50 Tertiary mounts: 8 x 4"/40
Maximum speed: 30 Flotation: 90 Radar: 0 Belt armor: 12 Deck armor: 3
Primary turret armor: 15 Secondary turret armor: 0 Earliest year of availability: 1939

BB BISMARCK

Main guns: 8 x 15"/47
Secondary mounts: 12 x 5.9"/55
Tertiary mounts: 16 x 4.1"/65
Maximum speed: 30 Flotation: 104 Radar: 1
Belt armor: 16 Deck armor: 10
Primary turret armor: 18
Secondary turret armor: 5
Earliest year of availability: 1941

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BATTLECRUISER AP

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THE COMPLETE SIMULATION OF WORLD WAR I
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WORLD WAR I
SURFACE BATTLES IN THE ATLANTIC
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BATTLECRUISER

THE COMPLETE SIMULATION OF WORLD WAR I

BATTLE CRUISER

WORLD WAR II

SURFACE BATTLES IN THE ATLANTIC

SSI

BATTLECRUISER was designed by Gary Grigsby, whose other works include "WAR IN RUSSIA" and "NORTH ATLANTIC '86".

- PLAYING TIME — 30 minutes to 2 hours.
- ADVANCED LEVEL.

SSI's KAMPFGRUPPE™ CARRIER FORCE™ — Box cover design by LOUIS HSU SAEKOW.

158 ship classes including World War I British and German ships, and World War II German, Italian, French and British ships.

8 historical scenarios and the ability to create an infinite number of World War I or World War II surface engagments in the Atlantic.

Ability to create new maps and modify existing ship types.

BATTLECRUISER AP
0 71685 01097 5
BB BISMARCK
BB BISMARCK
BB BISMARCK

BATTLECRUISER

FIGHT THE NAVAL BATTLES OF WORLD WAR I & WORLD WAR II

WORLD WAR I

British battleships take on Germans

WORLD WAR II

WORLD WAR I

WORLD WAR II

BATTLECRUISER

SSI's KAMPFGRUPPE: CARRIER FOR

STRATEGIC SIMULATIONS, INC./CUSTOMER RESPONSE CARD

1. What game is this card from?

2. What computer was used to play this game?

3. Please rate the following aspects of the game (9 = excellent, 1 = poor):

Playability	9	8	7	6	5	4	3	2	1
Realism	9	8	7	6	5	4	3	2	1
Graphics	9	8	7	6	5	4	3	2	1
Documentation	9	8	7	6	5	4	3	2	1

4. Have you played a board wargame before?
☐ Yes ☐ No

5. Please comment on this game. Include games you would like to see in the future.

6. How many other SSI games do you own?

7. Where did you learn about this game?
1) ☐ friend
2) ☐ magazine ad
3) ☐ mail order
4) ☐ SSI catalog
5) ☐ retail store
6) ☐ magazine review
7) ☐ other

8. Where did you purchase this game?
1) ☐ computer store
2) ☐ software store
3) ☐ toy/hobby store
4) ☐ bookstore
5) ☐ department store
6) ☐ SSI direct
7) ☐ other

Name, city, and state of store where game was purchased:

9. Name and address of a store where you would like to see SSI products sold:

10. If you wish to be placed on our mailing list and have more complete information about SSI and its games, please write your name, address and telephone number below:

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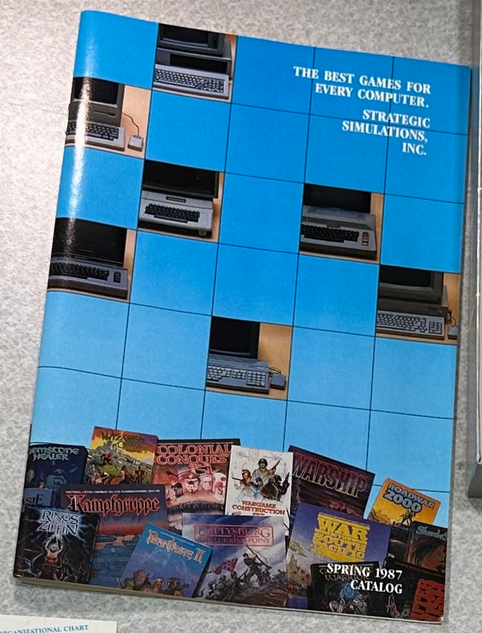

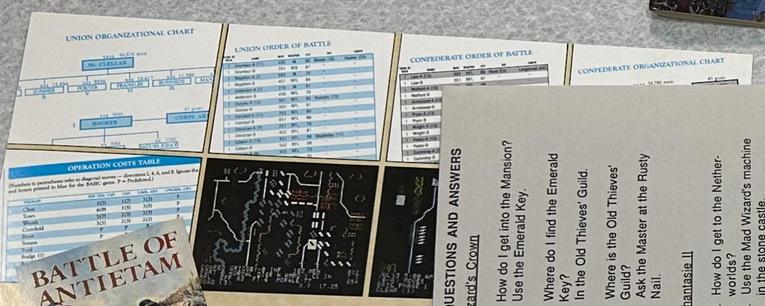

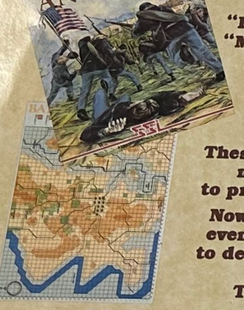

"HIGHLY RECOMME
"MORE THAN FIRST
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"REVOLUTIONAR
"A TRUE CLASSI
"A MUST"

These were some of the magazine critics us to praise Battle of Anti

Now, they're going to even stronger superla to describe our new ga GETTYSBURG: The Turning Point"

After the long months of hard work it took to create *Battle of Antietam*, we knew we had a very special winner on our hands. We're happy to see that the gaming public feels the same way:

"Battle of Antietam...marks a long awaited return by (SSI) to the Civil War. Let's just say it was worth the wait...Inside (the package) you'll find ...one of the most complete manuals to be found in computer gaming. And we do mean complete!...SSI and the authors have created more than a first rate grand tactical simulation.... They have captured some of the look and 'feel' of Civil War combat, and it shows."
— Computer Gaming World, April 1986

"Battle of Antietam is a must for anyone with even a mild interest in the Civil War. The simulation is easier to understand than many others of its kind....It's more than just another game."
— COMPUTE!'s Gazette, June 1986

"Like all SSI games, Battle of Antiet has been meticulously researched a is a tactical game on a grand scale SSI has produced dozens of comput war games, gathering praise from many sources. Battle of Antietam, hou ever, may transcend previous efforts and become a true classic."
— COMPUTE! June 198

"Battle of Antietam is highly recommended...highly absorbing and a superb presentation of one of the mos historic battles of the Civil War."
— Computing Today! May 1986

Needless to say, we're pleased by this flood of compliments. But at SSI, we're our own harshest critics, which is one reason SSI continues to be the acknowledged leader in computer wargaming. We immediately set out to create another Civil War game that further raises the standard for strategy simulations. The proud result is *GETTYSBURG: The Turning Point*.

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QUESTIONS AND ANSWERS

Wizard's Crown

Q. How do I get into the Mansion?
A. Use the Emerald Key.

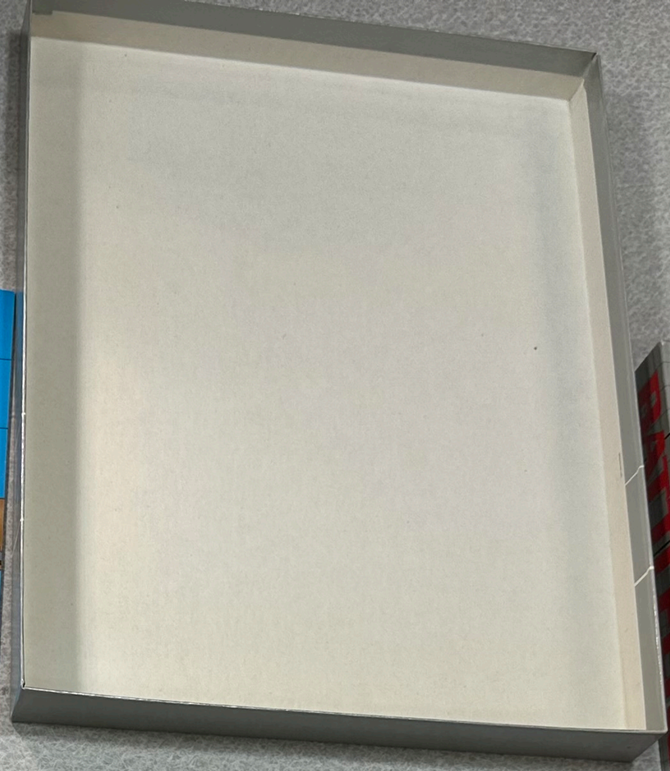
Q. Where do I find the Emerald Key?
A. In the Old Thieves' Guild.

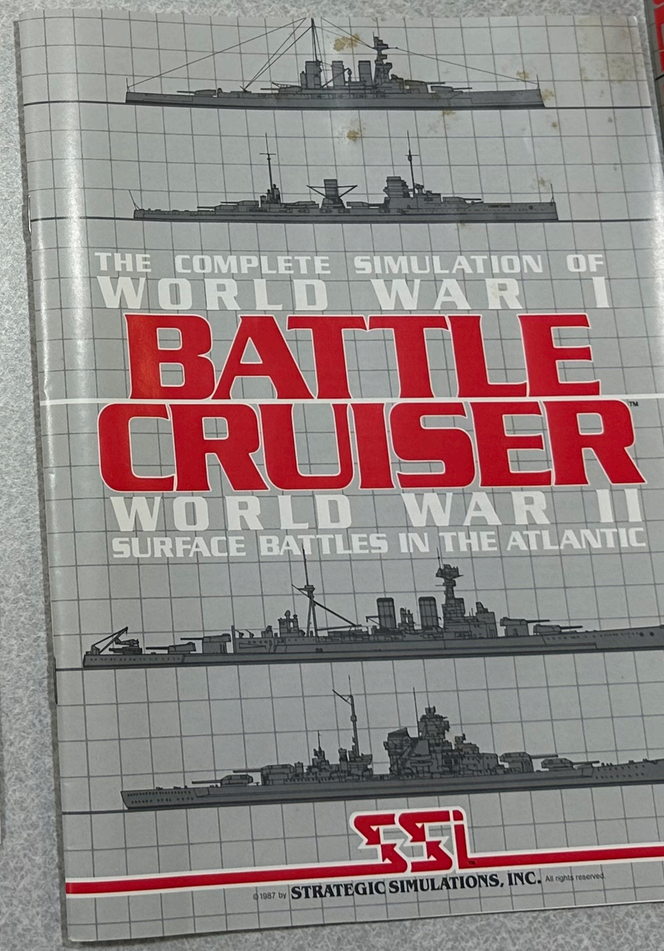
Q. Where is the Old Thieves' Guild?
A. Ask the Master at the Rusty Nail.

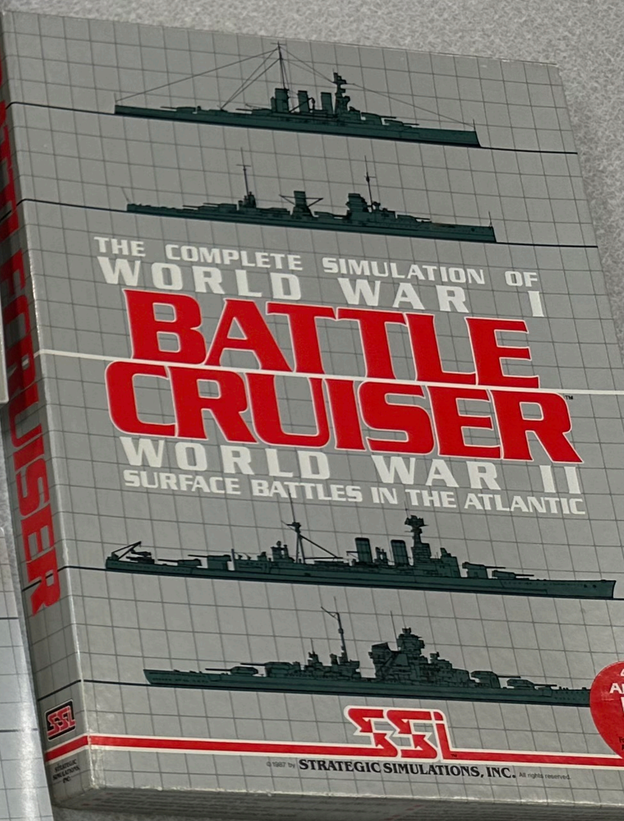
Phantasie II

Q. How do I get to the Nether-worlds?
A. Use the Mad Wizard's machine in the stone castle.

Q. How do I get to the Astral Plane?
A. Use the vortex near the Impling Hatchery







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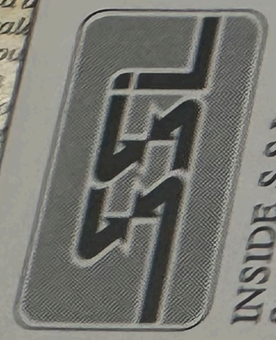

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BATTLE CRUISER

FRONT SIDE:
World War I

BACK SIDE:
World War II

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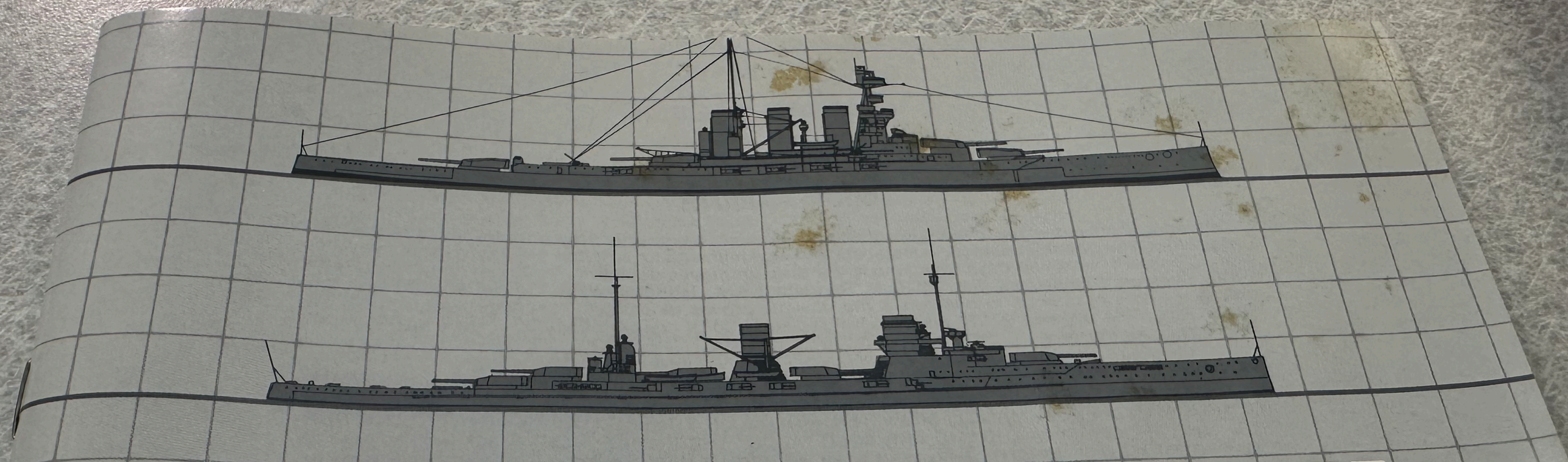

THE COMPLETE SIMULATION OF WORLD WAR I

BATTLE CRUISER™